

L Number	Hits	Search Text	DB	Time stamp
1	4127	game\$1 with simulat\$3	USPAT	2003/06/05 12:00
2	1139697	translat\$3 or rotat\$3	USPAT	2003/06/05 12:01
3	2035	(game\$1 with simulat\$3) and (translat\$3 or rotat\$3)	USPAT	2003/06/05 12:01
4	67358	(concurrent\$2 or simultaneous\$2 or parallel)near3 process\$3	USPAT	2003/06/05 13:00
5	142	((game\$1 with simulat\$3) and (translat\$3 or rotat\$3)) and ((concurrent\$2 or simultaneous\$2 or parallel)near3 process\$3)	USPAT	2003/06/05 12:54
6	8	(real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2)	USPAT	2003/06/05 12:59
7	1	(real adj time) near3 simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT	2003/06/05 13:00
8	1824	simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT	2003/06/05 13:00
9	59	(concurrent\$2 or simultaneous\$2 or parallel)with (simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT	2003/06/05 13:11
10	137	(game\$1 with simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT	2003/06/05 13:12
11	7	((concurrent\$2 or simultaneous\$2 or parallel)near3 process\$3) and ((game\$1 with simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3)))	USPAT	2003/06/05 14:25
12	2527	game near3 simulat\$3	USPAT	2003/06/05 14:26
13	42945	(video or graphic\$3) near3 (process\$3 or calculat\$3)	USPAT	2003/06/05 14:28
14	24	(game near3 simulat\$3) with ((video or graphic\$3) near3 (process\$3 or calculat\$3))	USPAT	2003/06/05 15:25
15	4	5995111.uref.	USPAT	2003/06/05 15:32
16	65	game with coprocessor	USPAT	2003/06/05 16:33
17	107	coprocessor adj bus	USPAT	2003/06/05 16:33
18	910	vector adj processor	USPAT	2003/06/05 16:34
19	11	(coprocessor adj bus) and (vector adj processor)	USPAT	2003/06/05 16:36
20	3391	cpu adj bus	USPAT	2003/06/05 16:37
21	22	(coprocessor adj bus) and (cpu adj bus)	USPAT	2003/06/05 16:50
22	481	rendering adj engine	USPAT	2003/06/05 16:51
23	3286	("16" or sixteen) adj pixel\$1	USPAT	2003/06/05 17:09
24	13	(rendering adj engine) and (("16" or sixteen) adj pixel\$1)	USPAT	2003/06/05 16:57
25	50	fill\$3 adj frame adj buffer	USPAT	2003/06/05 16:59
26	0	(per adj cycle) with (fill\$3 adj frame adj buffer)	USPAT	2003/06/05 17:01
27	5	rate with (fill\$3 adj frame adj buffer)	USPAT	2003/06/05 17:01
28	2	(per adj cycle) with (frame adj buffer)	USPAT	2003/06/05 17:09
29	29	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)	USPAT	2003/06/05 17:14
30	17	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)) and cycle	USPAT	2003/06/05 17:13
31	16	pixel\$1 near3 (rectangle or polygon) with cycle\$1	USPAT	2003/06/05 17:15